

SUBJECT: INSTRUCTIONS FOR SPACE SPARTANS

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((COVER COPY TO COME))

SPACE SPARTANS is designed for use with BOTH your Master Component and INTELLIVOICE Voice Synthesis Module.

(BREAKAWAY PIC: Master Component, Voice Module and Cartridge in order of connection)

Plug Voice Synthesis Module into Master Component. Then plug game cartridge into Voice Synthesis Module. (See INTELLIVOICE instructions for equipment connection details.)

OBJECT OF THE GAME

Score as many points as possible by shooting down alien ships, before your ship is destroyed or you run out of energy. Repair damaged ship systems and re-energize at your 3 starbases. Destroy all aliens on the Sector Grid and a new round starts with more aliens.

YOU HAVE ONE SHIP AGAINST A CONTINUOUS ONSLAUGHT OF ALIEN ATTACKERS.

CHECK GAME CONTROLS

Slide SPACE SPARTANS overlays in Hand Controller frames, so they cover the keypads.

(PIC: HAND CONTROLLER WITH OVERLAY INSERTED)

(CALLOUTS) FIRE BUTTONS

DISC (move cursor & gunsight)

CONTROLS IN BRIEF

SHIP SYSTEMS:

BATTLE COMPUTER (ON) -- Causes ship to automatically fire on an alien when Tracking Computer locks on that alien.

IMPULSE DRIVE (ON) -- Allows you to manually pilot your ship, using the Disc. Can be used only in Battle View.

SHIELDS (ON) -- Protect ship systems from damage by alien fire.

TRACKING COMPUTER (ON) -- Locks your ship onto alien, once gunsight makes physical contact.

HYPER DRIVE (ON) -- Permits travel between space sectors. Activation possible when the cursor is in a different sector than your ship (Battle View or Sector Grid).

ALL SYSTEMS -- Press before Repair On/Off key, to repair all damaged systems, one at a time.

ON/OFF -- Turns any ship system on or off. (Press system key, then On/Off key.)

STATUS -- Reports on status of ship systems.

REPAIR ON/OFF -- Activates or cancels repair order. Used with individual system key or All System key. (Details on page __.)

Controls In Brief (cont)

ENERGY LEVEL -- Reports on ship's energy level.

OF ALIENS -- Reports on number of aliens present in sector occupied by your ship.

CHANGE VIEW -- Switches screen from Sector Grid to Battle View & back.

DISC -- Moves cursor on Sector Grid. Moves gunsight in Battle View.

(PIC: DISC WITH ARROWS POINTING OUTWARD IN 16 DIRECTIONS)

(CAPTION) To move cursor/gunsight up, press top edge of disc. To move right, press right edge of disc .. and so forth, in 16 directions around the disc. Cursor will move only as long as you press the disc. Gunsight continues moving even after the disc is released.

IMPORTANT: BEFORE PRESSING ANY KEY, RELEASE DISC, FIRE BUTTONS AND ANY OTHER KEYS.

GAME VOICES

There are 3 different game voices. Each gives vital game information which you do not receive in any other form.

CENTRAL COMPUTER (male voice):

- 1) Ship's energy level. (Automatic warning if level drops below 1000 units.)
- 2) Number of aliens remaining in sector occupied by your ship.

SHIP'S COMPUTER (female voice):

- 1) Condition of ship systems (Shields, Impulse Drive, Hyper Drive, Battle Computer and Tracking Computer). Automatic report of damage -- system 1/3 down, 2/3 down or destroyed.
- 2) Progress of repairs.

STARBASE COMPUTER (robot monotone): Automatic alert when your starbases are attacked.

SELECT GAME SPEED

Press any key or the Disc. Screen will instruct you to select game speed, from 1 to 5. Press one of the numbered keys.

(PIC: KEY 1) -- Civilian (slow)
(PIC: KEY 2) -- Cadet (medium)
(PIC: KEY 3) -- Navigator (medium fast)
(PIC: KEY 4) -- First Officer (fast)
(PIC: KEY 5) -- Starship Commander (fastest)

ALL game action speeds up when you select a faster speed. Game speed also affects rate of energy use and gain, speed of repairs, and rate of alien growth.

Game speed may automatically increase 1 speed level each round, beginning with Round 3. No speed increases after Round 6.

- o Slowest speed possible for Round 3 is speed 2.
- o Slowest speed possible for Round 4 is speed 3.
- o Slowest speed possible for Round 5 is speed 4.
- o Slowest speed possible for Round 6 is speed 5.

SECTOR GRID -- GAME START

Sector Grid appears after game speed is selected. There is no game action until you place your 3 starbases.

(PIC: SECTOR GRID AT GAME START)

(CALLOUTS)	GAME SCORE	CURSOR
	ALIEN STARBASE	YOUR SHIP
	OFFENSIVE ALIEN FLEET	

Each square on the grid represents 1 sector of space.

ALIEN STARBASES & FLEETS

Each colored square with a BLACK BASE SYMBOL (PIC: BASE SYMBOL) is an ALIEN starbase. The game starts with:

- o 3 alien starbases, randomly placed,
- o 1 defensive alien fleet stationed at each starbase,
- o 1 offensive fleet per starbase, which may be located at the starbase or in a nearby space sector.

Alien Starbases (cont)

Sectors occupied by an offensive alien fleet are colored, but do not contain the black starbase symbol.

The NUMBER OF SHIPS in an alien occupied sector is indicated by the COLOR of the sector.

Green = 1-4 alien ships
Yellow = 5-8 alien ships
Orange = 9-16 alien ships
Red = 17-32 alien ships
Purple = 33 or more alien ships

MAXIMUM ALIEN SHIPS at game start is 16 per fleet or 96 total.

If the grid shows fewer than 3 alien starbases or offensive fleets, 2 or more may be located in the same sector.

YOUR STARBASES

Your starbases do not appear until you place them on the Sector Grid. Your starbases can be placed in any sector. (If you place one in an alien occupied sector, it will be attacked as soon as the game starts.) You can place 2 or more starbases in the same sector.

TO PLACE A STARBASE:

- 1) Use the DISC to move the CURSOR to the desired sector.
- 2) Press any key. A YELLOW BASE SYMBOL will appear to mark your starbase.

(PIC: SECTOR SQUARE WITH YELLOW BASE SYMBOL)

STARBASE FUNCTIONS:

- 1) Repair damaged or destroyed ship systems.
- 2) Restore ship's energy.

GAME ACTION BEGINS after ALL of your starbases are placed. Game begins with all ship systems, except Hyper Drive, ON. (Hyper Drive must be turned on each time you use it.)

GAME PLAY IN BRIEF

(PIC: SECTOR GRID WITH ALIEN FLEETS AND
ALL 3 HOME STARBASES)

1. PLACE YOUR STARBASES. Press Disc to move cursor to desired sector. Press any key. Repeat for all 3 starbases.
2. MOVE SHIP TO ALIEN OCCUPIED SECTOR. Move cursor to sector. Press HYPER DRIVE, then ON/OFF. Ship symbol moves to that sector. (Hyper Drive turns off automatically after use.) Battle begins, even if you remain on Sector Grid.
3. SWITCH TO BATTLE VIEW. Press CHANGE VIEW key.

(PIC: BATTLE VIEW WITH GUNSIGHT & ALIEN
SHIPS)

4. ZERO IN ON ALIEN SHIP. Press Disc to move gunsight, to center on alien ship. Hold down Disc to accelerate. Press opposite side of Disc to decelerate. TRACKING COMPUTER ON -- ship automatically pursues any alien that comes into contact with gunsight.
5. FIRE! Press either FIRE button when gunsight is centered on alien ship. Hold down button to fire continuously. BATTLE COMPUTER ON -- ship fires automatically when gunsight makes contact with alien; directs fire to center of alien ship.
6. AVOID ENEMY FIRE (orange or yellow spirals). If your ship is hit, Ship's Computer automatically reports damage (system hit and extent of damage).
7. REPAIR DAMAGED SYSTEMS.

o Press system key for damaged system, then REPAIR ON/OFF.
or

o Press ALL SYSTEMS, then REPAIR ON/OFF.

Damaged-only systems can be repaired in Battle View.

Damaged OR destroyed systems can be repaired at starbase. Switch to Sector Grid and return ship to starbase.

Once repairs are on, they remain on until you turn them off. To turn repairs off, repeat the exact procedure used to turn them on.

(PIC: CLOSE-UP OF # OF ALIENS KEY &
STATUS KEY)

8. CHECK NUMBER OF ALIEN SHIPS LEFT IN SECTOR OCCUPIED BY YOUR SHIP (Battle View or Sector Grid). Press # OF ALIENS key. Central Computer gives verbal report.
9. CHECK STATUS OF SHIP SYSTEMS. Press individual system key or ALL SYSTEMS key. Then press STATUS. (If system is damaged,

10. DEFEND STARBASE UNDER ATTACK. Starbase Computer gives verbal alert when alien fleet moves into sector occupied by your starbase. Press CHANGE VIEW key. Visually locate starbase under attack (colored starbase sector). Move cursor to threatened starbase. Press HYPER DRIVE, then ON/OFF. Return to Battle View. (Press CHANGE VIEW).

Game Play In Brief (cont)

11. MONITOR ENERGY USE. Press ENERGY LEVEL key. Central Computer gives verbal report. (Automatic report when energy falls below 1000 units.) If energy is low, return to starbase to re-energize. Ship will not re-energize during repairs.
12. END OF ROUND. When all aliens on Sector Grid are destroyed, a new alien force appears with 2 offensive fleets per alien starbase. 3rd round -- 3 offensive fleets per alien starbase. Keep playing, as many rounds as possible, until all ship systems are destroyed or you run out of energy.

SPECIFICS ON BATTLE VIEW

(PIC: BATTLE VIEW WITH CALLOUTS)

(CALLOUTS)	ALIEN SHIP	GUNSIGHT
	ALIEN FIRE	YOUR FIRE
	BORDER (FLASHES BLACK WHEN SHIELDS ARE OFF)	

SHIP MOVEMENT. When in Battle View, you see "space" through your ship's gunsight. Press the Disc and your gunsight appears to move through space. Release the disc and your gunsight continues to move in the direction pressed. Hold the disc down to accelerate. Press the opposite side of the disc to decelerate.

IMPULSE DRIVE MUST BE ON TO MOVE YOUR GUNSIGHT WITH THE DISC.

If Impulse Drive is down or off, you will be unable to control your gunsight effectively.

It is difficult to zero in on an alien ship when moving at high speed. Make small, tight movements (easier to control) and let the alien ships find you.

Alien ships can outrun your ship. Intercept them -- don't try to chase them. Alien fire is also faster than you. Evade it -- you can't outrun it.

HYPER DRIVE. You can Hyper Drive while in Battle View, provided the cursor is in a different sector than your ship. Simply press Hyper Drive, then On/Off. Your ship will move to the sector in which the cursor is located and the screen will automatically switch to Sector Grid.

FIRING. Battle Computer fires missiles automatically AND operates a guidance system that causes your missiles to "home in" on an alien ship. If the Battle Computer is damaged or off, the guidance system will also be off. In this case, you must fire a little ahead of an alien ship, in order to hit it.

TO MOVE SHIP TO A DIFFERENT SECTOR

- o You must use Hyper Drive.
- o Cursor must be in a different sector than ship.
- o You can be in Battle View or Sector Grid.

AFTER BATTLE

1. Press CHANGE VIEW to return to Sector Grid.
2. Use DISC to move cursor to new sector.
3. Press HYPER DRIVE, then ON/OFF.
4. Press CHANGE VIEW again if you have moved to an alien occupied sector.

STRATEGY TIP: After you Hyper Drive to a new sector, move the cursor only (not your ship) to one of your starbases, before you go into battle. You can then Hyper Drive to that starbase while in Battle View, if necessary.

DETAILS ON ALIENS

GROWTH OF ALIEN FLEETS. Alien starbases build new ships. Every 6 seconds (fastest game speed) to 14 seconds (slowest game speed), each starbase MAY build a new ship. The chances of a starbase building a new ship increase with each round played. Any time an offensive alien fleet is destroyed, it will be replaced by its home starbase.

MOVEMENT OF ALIEN FLEETS. Alien fleets move, 1 sector at a time, every 6 to 14 seconds (depending on game speed). Fleets do not move while engaged in battle. Alien fleets will automatically move toward your starbases or ship -- whichever is closer.

Alien starbases are fixed for the duration of a ROUND. They can and do appear in different sectors from round to round. (It is possible for an alien starbase to appear in a sector occupied by 1 of your starbases.)

DETAILS ON YOUR STARBASES

YOUR STARBASES DO NOT CREATE NEW SHIPS. You have only one ship with which to play the game.

YOUR STARBASE POSITIONS ARE FIXED for the duration of the game.

Alien starbases are fixed only for the duration of a round.

STARBASE SHIELD RATINGS. The strength of your starbases is measured by SHIELD RATING. Each starbase begins with a shield rating of 255.

Details On Your Starbases (cont)

The shield rating of a starbase determines the rate at which energy is regained and repairs are made at that starbase, the duration of attack which the starbase can withstand, and the number of bonus points gained at the end of a round.

STARBASE UNDER ATTACK. If an alien fleet moves into a sector occupied by one of your starbases, that starbase comes under attack. You are warned of the attack by the Starbase Computer. (Ex: "Starbase 1 under attack!")

An attack DECREASES A STARBASE SHIELD RATING by the number of attacking ships, every 6 to 14 seconds, depending on game speed (roughly every time you hear the attack warning). Shield rating cannot be recovered once lost. If a starbase shield rating drops to 0, that starbase is destroyed.

ENERGY LEVEL

SHIP BEGINS WITH 10,000 ENERGY UNITS.

The rate of energy use or gain depends on game speed (except energy used in firing). Rates shown are for FASTEST game speed. At SLOW game speed, rates are about 1/2 the rates shown here.

ENERGY USE

HYPER DRIVE:

- o Fully operation -- 8 units/sector moved for horizontal or vertical movement. Approx. 11 units/sector moved for diagonal movement.
- o 1/3 down -- double above rate.
- o 2/3 down -- 4 X above rate.
- o Destroyed -- 8 X above rate. 50% chance of destroying ship.

IMPULSE DRIVE -- 20 units/second for Disc use. Rate doubled when Tracking Computer moves ship.

SHIELDS -- 20 units/second with Shields ON.

FIRE -- 1 unit/blast (manual or Battle Computer - any game speed).

REPAIRS IN SPACE (manual) -- approx. 5 units/second during repair. Starbase repairs use no energy.

The Central Computer reports on your energy level when it drops below 1000. It reports again when the level reaches 500, 400, 300, etc.

TO REGAIN ENERGY, YOU MUST:

- 1) Return ship to one of your starbases.
- 2) Remain on Sector Grid. (You will not gain energy while in Battle View at a starbase.)
- 3) Complete or turn off repairs first.

The rate of energy gain depends on game speed and starbase SHIELD RATING. At fastest game speed, with full shield rating of 255, energy is gained at 300 units/second. As shield rating drops (and at slower game speeds) rate of energy gain drops.

SHIP'S MAXIMUM ENERGY LEVEL IS 10,000 UNITS. NO ENERGY WILL BE ADDED BEYOND THIS LEVEL.

DAMAGE TO SHIP

Your ship is damaged when hit by alien fire (orange and yellow spirals). The amount of damage incurred from 1 hit depends on the condition of your shields.

- o SHIELDS FULLY OPERATIONAL -- 1 unit of damage.
- o SHIELDS 1/3 DOWN -- 2 units of damage.
- o SHIELDS 2/3 DOWN -- 3 units of damage.
- o SHIELDS DESTROYED OR OFF * -- 1 system destroyed plus 3 additional units of damage.

1 UNIT OF DAMAGE = 1 SYSTEM DOWN 1/3. (2 units can be 1 system down 2/3 or 2 systems down 1/3.)

* Screen border flashes from brown to black.

Ship's computer automatically reports on system damaged and extent of damage (1/3 down, 2/3 down or destroyed).

NOTE: You cannot escape alien fire coming directly at you by changing to Sector Grid. If you press CHANGE VIEW key in this case, your ship will incur an automatic hit.

REPAIRS TO SHIP

Damage can be repaired:

- o IN SPACE (manual repair -- damaged, not destroyed systems)
- o AT A STARBASE (starbase repair -- damaged or destroyed systems)

THERE ARE 2 WAYS TO ORDER REPAIRS. Both are possible either in space or at a starbase.

1. INDIVIDUAL SYSTEM REPAIR -- Press system key (such as Shields) then REPAIR ON/OFF. That system only is repaired.
2. ALL REPAIR -- Press ALL SYSTEMS, then REPAIR ON/OFF. All damaged systems are repaired, one at a time, in random order.

SPECIAL CONDITION -- HYPER DRIVE DESTROYED. A destroyed system can only be repaired at a starbase. This requires the use of Hyper Drive. If Hyper Drive is destroyed, you must specifically place it under repair, before attempting to use it to return to starbase. Press HYPER DRIVE, then REPAIR ON/OFF.

Your Shields and Impulse Drive will be used to rig a temporary Hyper Drive system. You then have a 50% chance of reaching your starbase safely. If you succeed, your Hyper Drive, Shields and Impulse Drive will be destroyed. If you do not succeed, your entire ship will be destroyed.

CANCELLING REPAIRS. Once a repair order has been given (either individual or All Systems), it remains stored in the computer's memory until you cancel the order.

To cancel a repair order, repeat the procedure used to give the order. (System key, then REPAIR ON/OFF. Or ALL SYSTEMS, then REPAIR ON/OFF.) Ship's Computer reports "REPAIRS ON" or "REPAIRS OFF".

DOWN TIME. A system under repair IN SPACE will be OFF approximately 1/2 of the repair time. System "flickers" on and off.

DOWN TIME WARNING:

- o SHIELDS -- screen border changes from brown to black. Border flashes between 2 colors during Shield repairs.
- o TRACKING COMPUTER -- Gunsight grows smaller. Gunsight appears to pulse during Tracking Computer repairs.

MANUAL VS. STARBASE REPAIRManualStarbase

Speed: Approx. 30 seconds to 2 minutes per unit of damage, depending on game speed.

Depends on starbase SHIELD RATING. High rating -- under 5 sec. per unit of damage. Low rating -- approx. 10 sec. per unit of damage.

Energy Used: Approx. 2 to 5 units per second of repair time, depending on game speed.

None, but energy gain halted during repairs. (Energy required to Hyper Drive back to starbase.)

Details: System under repair is shut down approx. 1/2 of repair time.

Starbase repairs cannot be made while in Battle View at a starbase. Screen must show Sector Grid.

Progress Report: Each new stage of repair (destroyed, 2/3 down, 1/3 down, repaired) automatically reported by Ship's Computer.

Advantage: May continue battle during repairs.

Fast repair of damaged OR destroyed systems.

Disadvantages: Too slow on repair of essential battle systems (i.e. Impulse Drive). System

Stops battle. May allow alien starbase to build fleet back up.

down 1/2 of repair time.

Requires use of Hyper Drive unless ship already at starbase.

Uses ship's energy.

Cannot repair destroyed system.

NEW ROUND

A round ends when you destroy all alien fleets and starbases on the Sector Grid. When a round ends, the next round begins immediately. You see the Sector Grid with 3 new alien starbases, plus 3 offensive fleets times the round number. Example: In Round 2, you are opposed by 3 alien starbases and 6 offensive fleets. In Round 3, you are opposed by 3 alien starbases and 9 offensive alien fleets.

Alien movement on the Sector Grid speeds up with each new round. The speed of alien movement in Battle View remains the same for all rounds.

YOUR starbases remain in the same position for all rounds. Alien starbases may appear in different positions each round.

SCORINGSTARTING POINTS

You are given points at the start of each round in the game.

Round 1 starting points = # of alien ships x 20.

Round 2 starting points = # of alien ships x 40.

Round 3 starting points = # of alien ships x 60 ... and so on.

POINTS GAINED

100 points for 1 alien ship destroyed.

300 points for 2 ships destroyed with 1 shot.

600 points for 3 ships destroyed with 1 shot.

1000 points for 4 ships destroyed with 1 shot (very difficult).

1500 points for 5 ships destroyed with 1 shot (improbable).

1000 bonus points for alien starbase destroyed.

END OF ROUND BONUS POINTS -- 10 x Shield Rating for all surviving starbases (yours).

BONUS STARBASE "SHIELD UNITS". Every 50,000 points, you receive 50 shield rating units. Shield units are added first to existing starbases, in the order in which they were placed. If units are left after existing starbases are brought to full strength, they are used to recreate a destroyed starbase (with shield rating equal to number of units left over). If units are left after all 3 starbases are brought to full strength, you receive 10 points per shield rating unit left over.

POINTS LOST

Time Use:

Round 1 -- 20 points automatically subtracted every 6 seconds.

Round 2 -- 40 points automatically subtracted every 6 seconds.

Round 3 -- 60 points automatically subtracted .. and so forth.

(Score will never drop below 0.)

Aliens Left: 20 points x round number x number of aliens left at end of game, subtracted from final score.

GAME OVER

The game is over when:

1. You run out of energy.
2. The ship is destroyed.

Your ship will be destroyed:

1. If all 5 ship systems are destroyed.
2. If Hyper Drive blows the ship up. (50% chance of this occurring if you use Hyper Drive when destroyed.)

At the end of the game, the screen returns to Sector Grid. The aliens continue moving toward the left side of the grid. Screen displays GAME OVER and your final score.

(MATTEL WARRANTY)